



ADVANCED ADVERSARIES

STORMLIGHT™ ENEMY PROFILES AND TEMPLATES
FOR THE COSMERE® ROLEPLAYING GAME



COSMERE[®]

ROLEPLAYING GAME

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These adversaries require the *Stormlight Handbook* and the *Stormlight World Guide* to play.



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WELCOME TO *STORMLIGHT ADVANCED Adversaries*, a collection of new ways to challenge your players on the world of Roshar. You can think of this supplement as an expansion to the “Adversaries and Bestiary” chapter of the *Stormlight World Guide*.

This project wouldn’t have been possible without everyone who backed the COSMERE RPG Kickstarter, which funded so far beyond our wildest hopes that we got to keep adding stretch goals—including this supplement.

Advanced Adversaries was crafted to provide GMs with more adversary customizability and options for higher-tier play, including:

- ♦ The envoyform and relayform Regal singers.
- ♦ An Ashertmarn-influenced reveler like those featured at Kholinar Palace in *Oathbringer*.
- ♦ The massive greatshells faced by the crew of the *Wandersail* on the beaches of Aimia in *Dawnshard*.
- ♦ Variant adversaries: “upgraded” and “downgraded” versions of several Fused profiles.
- ♦ Surgebinding modules that can be applied to any adversary to make them a Surgebinder.
- ♦ And statistics for Nightblood, the Awakened sword who wants nothing more than to destroy evil!

Each **adversary** in this supplement includes a **profile** describing who or what they are, at the end of which is a **stat block** that represents their statistics and abilities. For the full rules on using adversaries and building satisfying combat scenes with them, see chapter 13 of the *Stormlight Handbook*.

Several adversaries in this supplement reference other adversary names in bold. For example, **warforms** and **stormforms** are referenced in the “Tactics” section of the profile for the Altered One (boss variant). These adversaries can be found in chapter 8 of the *Stormlight World Guide*.

REGAL: ENVOYFORM

A singer who bonds with a zealspren gains envoyform, one of the Regal forms of power. This grants them the supernatural ability to speak, read, and understand any language, whether human or singer.

These slender Regals tower over most other singers and humans. Their carapace, while beautifully patterned, is fragile and largely ornamental; an envoyform’s power lies not in their physical strength or defense, but in their mastery of verbal and nonverbal communication. They dress in striking fashions that augment their skin patterns, inspiring awe among common singers and fear among humans unfamiliar with Regals.

Odium employs some envoyforms as propagandists to common singers and others as Voices for his most important Fused. A Voice acts as an interpreter, accompanying their assigned Fused whenever possible. Since most Fused refuse to speak any language other than the Dawnchant, the Voice translates for the Fused during communications with humans or lower-ranked singers.

ABILITIES

Envoyforms only need to hear a few phrases in an unfamiliar language before they can speak it fluently. Their knack for translation even allows them to understand bodily cues. While most singers struggle to interpret humans’ complex facial expressions and fidgety movements, envoyforms can read them easily.

These translation abilities also function for written language, but only if the envoyform realizes they’re looking at written script. Envoyforms who assume a written language to be merely artistic brushstrokes or symbols might overlook it entirely.

Voices and other interpreter envoyforms can typically convey their subjects’ rhetorical techniques with precision. However, not all envoyforms choose to be faithful interpreters. Some twist the words they purport to translate, changing the words themselves, using a different tone of voice, or even humming to different rhythms. Fused often have trouble distinguishing between the “lesser” rhythms, which can allow Voices to soften a Fused’s tone when translating their speech to common singers. It’s a subtle art, as Voices who are exposed as unfaithful translators face threat of execution.

ENVOYFORM REGAL

Tier 2 Minion – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	3	15	2	4	18	4

Health: 18 (14–22)

Focus: 4

Investiture: 0

Movement: 25 ft.

Senses: 20 ft. (sight)

Physical Skills: Light Weaponry +4

Cognitive Skills: Discipline +4

Spiritual Skills: Deception +7, Insight +7, Leadership +7, Persuasion +7

Languages: all

FEATURES

Minion. The envoyform's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Read Body Language. The envoyform gains an advantage on Insight tests made to interpret the desires or intentions of others.

ACTIONS

► **Strike: Staff.** Attack +4, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 7 (1d6 + 4) impact damage.

► **Rousing Presence.** An ally the envoyform can influence becomes Determined until the ally benefits from that condition or until the scene ends.

►► **Cutting Words.** The envoyform makes a Deception or Persuasion test against the Spiritual Defense of an enemy they can influence. The envoyform gains an advantage on this test if they know one or more of the target's goals, purpose, or obstacle. On a success, the target loses 2 focus.

MINION REGAL TACTICS

Minion Regals typically avoid combat unless forced by circumstances or a Fused commander.

Whenever possible, **envoyform Regals** leverage conversation scenes and Discovery endeavors. Whether in conversation or combat, an envoyform uses their first turn to Gain Advantage with Insight—enhanced by Read Body Language—and then applies this knowledge to distract their foe with Cutting Words. When forced to fight, envoyforms take cover and use Rousing Presence to bolster their allies.

Relayform Regals shine in Pursuit endeavors, using Burst of Speed to widen the gap or close in on their quarry. When cornered, a relayform opens with a Swift Charge to knock opponents down and follows up either by fleeing or striking with their Knife.

REGAL: RELAYFORM

A singer who bonds with a hastespren gains relayform, one of the Regal forms of power. This grants incredible speed and tireless stamina, which relayforms can use to travel long distances in marathon sprints.

A relayform's light carapace slices through the air as they race across the storm-torn landscape, significantly reducing drag as they run. Serving as messengers and scouts in Odium's army, relayforms carry parcels and written messages across harsh environments, behind enemy lines, and to the very ends of Roshar. During the occupation of Urithiru, relayforms also kept watch at balconies and scouted the halls for signs of resistance—especially conscious Radiants.



ABILITIES

A relayform can sprint for days on end without stopping or slowing. Treacherous terrain is nothing to them, as their steps touch the ground too briefly to sink into grasping quagmires or shifting sand. And in a pinch, relayforms can use Voidlight for bursts of even greater speed, ramming through opponents as they blur past.

RELAYFORM REGAL

Tier 2 Minion – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	15	5	1	12	1	3	14	1

Health: 24 (20–28)

Focus: 3

Investiture: 5

Deflect: 1 (carapace)

Movement: 40 ft.

Senses: 30 ft. (sight)

Immunities: Exhausted, Slowed

Physical Skills: Agility +8, Light Weaponry +7, Stealth +6, Thievery +7

Spiritual Skills: Perception +5, Survival +5

Languages: defined by culture

FEATURES

Minion. The relayform's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

ACTIONS

- **Strike: Knife.** Attack +7, reach 5 ft., one target. **Graze:** 2 (1d4) keen damage. **Hit:** 9 (1d4 + 7) keen damage.
- **Swift Charge (Costs 3 Investiture).** The relayform moves up to their movement rate in a straight line without triggering Reactive Strikes. When they do, the relayform can move through the spaces of Medium and smaller characters. The relayform can make an Agility attack against the Physical defense of each enemy in this line, rolling 1d6 impact damage. On a hit, the enemy is also knocked Prone.
- **Burst of Speed (Costs 1 Investiture).** During a conversation or endeavor, the Regal makes an additional contribution this round. This contribution must use a physical skill.

REVELER OF ASHERTMARN

Ashertmarn, one of Odium's Unmade, influences all those around him to abandon responsibilities and indulge in excesses. A few rare revelers of Ashertmarn give themselves over so utterly to the Unmade that they become conduits of his power whenever he's near, compelling others to join the debauchery.

IN THE CULT OF MOMENTS

In Kholinar, Ashertmarn's adherents have formed a bizarre faction called the Cult of Moments. They worship the Heart of the Revel, a black pulsing heart. They don't know the heart is Ashertmarn; simply referring to those who can channel the Heart's power as "Arteries of the Revel," catapulting such members to high-ranking status within the cult.

REVELER OF ASHERTMARN TACTICS

A **reveler of Ashertmarn** seeks not to kill, but to grow the revel. Typically accompanied by **socialites**, **guards**, and **brightlords** who've been trapped by Ashertmarn's mental effects, a reveler draws in unwilling participants with Call to the Revel, then uses Hedonistic Impulse on them. The reveler makes Knife attacks against any who resist, draining their focus.

KATERINA LADON



REVELER OF ASHERTMARN

Tier 2 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	16	3	3	14	1	1	15	4

Health: 38 (31–45)

Focus: 3

Investiture: 0

Movement: 30 ft.

Senses: 10 ft. (sight)

Physical Skills: Agility +5, Athletics +5, Light Weaponry +6

Spiritual Skills: Deception +7, Leadership +7, Persuasion +7

Languages: defined by culture

FEATURES

Eroding Inhibitions. Each character within 60 feet of the reveler who has 3 remaining focus or less gains a disadvantage on Discipline tests (including the reveler himself).

ACTIONS

► **Strike: Knife.** Attack +6, reach 5 ft. or range 20/60 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 8 (1d4 + 6) keen damage, and the target loses 1 focus.

► **Hedonistic Impulse (Costs 1 Focus).** The reveler chooses up to two targets they can influence within 60 feet. Those characters must each make a DC 15 Discipline test. On a failure, the only actions the target can take are the following:

Feed the Need. As ►►, consume all food and drink within reach.

Heavy Breathing. A character with access to the Breathe Stormlight action can use it, causing all spheres within 10 feet of them to become dun in addition to the usual effects.

Seek a Source. Move closer to a source of food, drink, or Stormlight.

This effect remains on a target until the end of the scene, until they've consumed to excess (GM's discretion) or regained Investiture with Breathe Stormlight, or until an ally within reach uses ►► to shake them out of it.

►► **Call to the Revel.** The reveler makes a Persuasion test opposed by the Discipline test of a character they can influence within 90 feet. If the reveler succeeds, the target loses 2 focus, and the first action the target takes on their next turn must be the Move action to approach the reveler by the most direct route. They can't willingly move away from the reveler on that turn.



YU-THORAK

Found on Roshar's beaches and coastal shallows, especially around Aimia, yu-thorak are massive, grub-like, semi-aquatic creatures with huge hooked beaks and quivering mandibles. Their two sets of beady black eyes move independently, granting them excellent vision both on land and underwater.

Yu-thorak can grow to prodigious size, standing as tall as a building. The frontmost six of their twelve skittering limbs are as thick as tree trunks and sharp as spears, while their other legs are shorter, providing speed and support. While most mobile in the water, yu-thorak are still dangerous on land, scooting their bulbous bodies along the shoreline in search of prey.

Their segmented carapace protects them from most weapons, giving yu-thorak a near-impenetrable defense.

ABILITIES

Yu-thorak use their enormous size to their advantage, scattering enemies, knocking them over, and scooping them up in their jaws. Capable of swallowing their prey whole, yu-thorak immediately begin to digest any characters who arrive in their stomachs—even while the prey remains alive.

YU-THORAK TACTICS

Yu-thorak attack when hungry or threatened. They use their **Spear Legs** to limit their enemies' mobility, then single out a foe to **Bite**. Once a character is trapped in their maw, the yu-thorak **Swallows** them. When low on resources, yu-thorak use **Stomp** to regain focus. If a yu-thorak is unable to reach any enemies that aren't swallowed, such as if the enemies are aloft, the yu-thorak simply retreats to the water.

YU-THORAK

Tier 2 Boss – Huge Animal

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	19	4	1	14	3	4	16	2

Health: 126 (101–151) **Focus:** 5 **Investiture:** 0

Deflect: 2 (carapace)

Movement: 20 ft., swim 30 ft.

Senses: 20 ft. (sight)

Immunities: Stunned

Physical Skills: Athletics +8

Cognitive Skills: Intimidation +5

Spiritual Skills: Perception +7, Survival +7

Languages: none

FEATURES

Boss. The yu-thorak can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the yu-thorak can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themselves.

Armored Carapace. The yu-thorak can't be grazed.

ACTIONS

▶ **Strike: Bite.** Attack: +8 to hit, reach 20 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 15 (2d6 + 8) keen damage, and if the target is Large or smaller, they become Restrained by the yu-thorak's jaws while the yu-thorak remains within 5 feet of them. As ▶, the target or a character who can reach them can make a DC 15 Agility or Athletics test, ending the Restrained condition on a success.

While restraining a character in their jaws, the yu-thorak can target only that character with their Bite.

▶ **Strike: Spear Legs.** Attack: +8 to hit, reach 15 ft., one target. *Graze:* 9 (2d8) keen damage. *Hit:* 17 (2d8 + 8) keen damage and the yu-thorak can spend 1 focus to fling the target up to 10 feet in any horizontal direction. The target lands Prone and takes an extra 4 (1d8) impact damage.

▶▶ **Swallow.** The yu-thorak attempts to swallow an enemy that's Restrained in their jaws. The enemy must succeed on a DC 15 Athletics test or be swallowed by the yu-thorak. While swallowed, the target becomes Afflicted [1d8 vital] and Restrained in the yu-thorak's stomach, and moves along with the yu-thorak's movement.

The yu-thorak can have up to three living characters Restrained in their stomach simultaneously.

If the yu-thorak takes at least 20 damage from a swallowed character on a single turn, that character can spend 1 focus to escape the yu-thorak's stomach, exiting Prone in an unoccupied space within 10 feet of the yu-thorak. When the yu-thorak dies, a swallowed character is no longer Restrained and can use 15 feet of movement to escape.

▶▶▶ **Stomp.** The yu-thorak slams their enormous legs into the ground, causing it to shake. Each character within 30 feet of the yu-thorak must make a DC 16 Athletics test. On a failure, a character takes 17 (3d10) impact damage and is knocked Prone. The yu-thorak regains 1 focus for each character who failed their test. On a success, a character takes 5 (1d10) impact damage and isn't knocked Prone.

OPPORTUNITIES AND COMPLICATIONS

The following options are available when an enemy gains an Opportunity or Complication during a scene with the yu-thorak:

Opportunity. An enemy can spend ♦ to prevent the yu-thorak from using their Swallow action until the end of the yu-thorak's next turn. Alternatively, if the yu-thorak has a character swallowed, an enemy can spend ♦ to allow that character to immediately escape at no focus cost.

Complication. The GM can spend ✨ from an enemy's test to have the yu-thorak either use their Bite as ➡, gaining an advantage on that attack test, or use the Move action as ➡.

CHARACTERS IN THE COSMERE AREN'T A monolith. While each adversary represents a generalized ally or enemy your party could encounter, individual characters could boast differing power and skill levels. This section presents variant versions of adversaries that change the role, and occasionally the tier, of several profiles from chapter 8 of the *Stormlight World Guide*.

FUSED: ALTERED ONE (BOSS VARIANT)

Known as the *fannah-im*, Dawnchant for “Those Ones of Alteration,” Altered Ones are Fused who wield the surge of Transformation.

Even among singers, Altered Ones are statuesque, standing seven feet tall with a willowy stature and long, thin fingers. Most of their skull is covered in crown-like carapace, but at the very top of their heads, hairstrands grow. They have armor-like carapace segments across their chests, forearms, and shins.



Altered Ones are experts in the fields of engineering, science, and architecture. After Odium's forces captured Kholinar, they comprehensively redesigned the palace.

A notable Altered One was Raboniel, the Lady of Wishes (once known as the Lady of Pains), a brilliant and high-ranking scholar. During the True Desolation, she captured the tower city of Urithiru, where she pressed Navani Kholin to help her create anti-Light, believing it the key to ending the eternal war between humans and singers. Together, they discovered anti-Stormlight and anti-Voidlight, the latter of which Navani used to cause Raboniel's permanent death.

ABILITIES

Altered Ones can use the surge of Transformation in all ways a Radiant can, transfiguring any substance into another. However, due to mastery honed over millennia, they can also achieve complex essences far beyond a mortal Radiant, like toxins and acids.

While they must expend Voidlight to use this surge on their surroundings, Altered Ones can inexhaustibly transform any substances at least partially within their own bodies, such as turning weapons that hit them to dust or their breath into toxic gas they exhale onto foes.

The strongest Altered Ones can corrupt Investiture itself, turning it against its wielder, and carry raysium daggers that sap Radiants of Stormlight.

ALTERED ONE (BOSS VARIANT) TACTICS

An **Altered One (boss variant)** is often accompanied by lower-tier singers, such as **warforms** and **stormforms**, and possibly even other Fused such as **Deepest Ones**. They begin combat by strategically positioning themselves, using their Tactical Insight on an ally, or using Ready to prepare their Exhale Toxins for enemies who draw near.

Calculating and tactical, they target the most threatening Radiant character (or one with high Investiture) with Corrupt Investiture to discourage Surgebinding. Meanwhile, they use their Surge of Transformation to construct barriers to block enemies and avoid being swarmed, and they disarm attackers with Demolish Weapon.

As a final stand, when both victory and escape become impossible, they use Anti-Light Explosion.

ALTERED ONE (BOSS VARIANT)

Tier 3 Boss – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	5	22	7	4	17	3

Health: 180 (144–216) **Focus:** 9 **Investiture:** 9

Deflect: 2 (carapace)

Movement: 30 ft.

Senses: 20 ft. (sight)

Immunities: Stunned, vital damage

Physical Skills: Agility +7, Light Weaponry +7

Cognitive Skills: Crafting +9, Deduction +9, Discipline +11, Intimidation +11

Spiritual Skills: Insight +7, Leadership +7, Perception +8

Surge Skills: Transformation +11 (4 ranks)

Languages: Dawnchant

FEATURES

Boss. The Altered One can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Altered One can spend 1 focus to immediately use an extra ► or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themselves.

Ancient Architects. The Altered One gains an advantage on Crafting tests.

Self-Purity. Once per round, the Altered One can end the effects of poison on themselves (no action required).

ACTIONS

► **Strike: Raysium Dagger.** Attack +7, reach 5 ft., one target. *Graze:* 5 (2d4) keen damage. *Hit:* 15 (2d4 + 10) keen damage, and the target loses 1 Investiture.

► **Exhale Toxins.** Attack +11, reach 10 ft., one target. *Graze:* 11 (2d10) vital damage. *Hit:* 22 (2d10 + 11) vital damage, and the target is Disoriented until the end of their next turn.

► **Tactical Insight (Costs 1 Focus).** The Altered One makes a DC 16 Deduction test. On a success, they grant the Focused condition to one ally they can influence within 30 feet of them until the end of that ally's next turn.

►► **Corrupt Investiture (Costs 1 Investiture).** The Altered One makes a Transformation test against the Spiritual defense of a target they can sense within 30 feet of them who has 1 Investiture or more. On a success, until the end of the scene, each time the target spends Investiture, they take 5 (1d10) spirit damage per Investiture they spent. On a failure, the target takes 5 (1d10) spirit damage and suffers no other

effect. An affected target can Use a Skill to make a DC 17 Discipline test, ending the effect on themselves on a success.

►► **Surge of Transformation (Costs 2 Investiture).** The Altered One chooses a Huge (15-foot) or smaller area or object within 30 feet of them that isn't being worn or held, transforming that area or object's essence into another. For example, they might transform empty air into stone or a wooden door into water.

Depending on the nature of the transformation, this can cause an effect such as dealing damage to characters in that area or making them Restrained. Each character in that area must make a DC 18 Agility or Athletics test. On a failure, a character takes 22 (4d10) damage of a type appropriate to the essence (such as vital for poison or energy for fire), or they otherwise suffer an effect that fits the transformation. On a success, a character only takes 11 (2d10) damage if the effect can deal damage, or they otherwise suffer no effect.

►►► **Anti-Light Explosion (Costs 1 Investiture or More, Maximum 4).** The Altered One combines Voidlight and anti-Voidlight, creating a Gargantuan (20-foot) explosion within their reach. The Altered One and each character in the area must make a DC 18 Agility or Athletics test. On a failure, a character takes 11 (2d10) energy damage per Investiture spent and is Stunned until the end of their next turn. On a success, a character takes 5 (1d10) energy damage per Investiture spent and isn't Stunned.

► **Regenerate (Costs 1 Investiture).** The Altered One recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

↪ **Demolish Weapon.** When the Altered One is hit or grazed by a non-Invited weapon, they can turn that weapon to smoke. Additionally, they can spend 1 focus to halve the incoming damage from the attack (before applying deflect).

OPPORTUNITIES AND COMPLICATIONS

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Altered One:

Opportunity. An enemy can spend ♦ to prevent the Altered One from using their Tactical Insight or any actions that cost Investiture until the end of the Altered One's next turn.

Complication. The GM can spend ✨ from an enemy's test to have the Altered One use their Surge of Transformation action as ↪. Each target gains a disadvantage on their Agility or Athletics test against that action's effect.

FUSED: FOCUSED ONE (RIVAL VARIANT)

Also known as *metacha-im*, or “Those Ones of Focus” in Dawnchant, Focused Ones are the brand of Fused that manipulate the surge of Tension.

Focused Ones are among the tallest and broadest of the Fused, with stout bodies molded through practiced indulgence. They have no carapace, allowing them full heads of hairstrands, and they utilize skin’s elastic nature to cultivate a thick layer of fat throughout their bodies, obscuring their powerful musculature. A Focused One can use Tension to compact themselves down to the size of a workform, creating armor-like skin that glows purple with Voidlight.

Focused Ones serve Odium as field commanders and taskmasters, and they typically travel by palanquins carried by warform and Regal guards. They can command and coordinate troops or laborers, but they’re also sometimes stationed with their retinues at strategic points their enemy is likely to target.

ABILITIES

Focused Ones use Tension in many of the same ways as a Radiant, making cloth and other soft materials even more stiff and durable than steel. However, they can also use it to drastically tighten their bodies into wiry and banded forms, greatly increasing their mobility and durability—even against Shardblades.



PETAR PENEV

FOCUSED ONE (RIVAL VARIANT)

Tier 3 Rival – Large Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
7	17	0	2	16	4	3	16	3

Health: 62 (50–74)

Focus: 6

Investiture: 5

Movement: 20 ft.

Senses: 20 ft. (sight)

Physical Skills: Athletics +11, Heavy Weaponry +11

Cognitive Skills: Discipline +7, Intimidation +7

Spiritual Skills: Insight +7, Perception +7, Persuasion +8

Surge Skills: Tension +11 (4 ranks)

Languages: Dawnchant

FEATURES

Colossal Mass. The Focused One is always considered Gargantuan against unwanted effects, even while their size is reduced by their Tight Form.

ACTIONS

► **Strike: Whip.** Attack +11, reach 20 ft., one target. *Graze:* 5 (1d10) keen damage. *Hit:* 16 (1d10 + 11) keen damage, and if the target is Huge or smaller, the Focused One can spend 1 focus to pull the target any number of feet closer to the Focused One.

► **Strike: Tense Spear (Costs 1 Focus).** Attack +11, reach 15 ft., one target. *Graze:* 11 (2d10) keen damage. *Hit:* 22 (2d10 + 11) keen damage.

► **Surge of Tension (Costs 1 Investiture).** The Focused One chooses a Huge (15-foot) or smaller object made of soft materials within their reach, causing it to become rigid and tough.

Depending on the nature of the object being stiffened, this can cause an effect such as giving an ally a +2 bonus to Physical defense, causing an enemy to be Restrained by their

own clothing, or creating an improvised weapon that can be wielded as a Tense Spear without spending focus. If the effect would apply a condition to a character, they can avoid it with a successful DC 17 Agility or Athletics test.

► **Tight Form (Costs 2 Investiture).** Until the end of the Focused One's next turn, their size decreases to Medium and they gain the following benefits:

- ◆ Their deflect value increases to 4, and it can also reduce spirit damage.
- ◆ Their movement rate increases to 30 feet.
- ◆ They can't be grazed by attacks that use weapons (including Shardblades) or that deal impact or keen damage.
- ◆ If they die while in this form, the explosive decompression of their flesh deals 16 (3d10) impact damage to each character within 10 feet of them.

At the end of each of their turns, the Focused One can spend 2 Investiture to maintain this effect for an additional round.

► **Regenerate (Costs 1 Investiture).** The Focused One recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

OPPORTUNITIES AND COMPLICATIONS

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Focused One:

Opportunity. An enemy can spend ☉ either to end the Focused One's Tight Form early, or to prevent the Focused One from using their Tight Form and from spending Investiture until the end of the Focused One's next turn.

Complication. The GM can spend ☼ from an enemy's test to have the Focused One use their Tight Form as ☞ without spending Investiture. Alternatively, if they're already in Tight Form, the ☼ can be spent to have the Focused One use their Whip action as ☞, gaining an advantage on the attack test.

FOCUSED ONE (RIVAL VARIANT) TACTICS

A **Focused One (rival variant)** is an elite soldier who moves with tactical precision and makes their body denser to become nigh indestructible. The Focused One meets enemies head-on, using their Tight Form before rushing in. Once an enemy is within reach, they hamper the foe's mobility with Surge of Tension and slam them with their Tense Spear. Dogged and vicious, a Focused One uses their Whip with Reactive Strike to prevent their target from escaping.

FUSED: HUSKED ONE (RIVAL VARIANT)

Also known as the *nex-im*, Dawnchant for “Those Ones of Husks,” the Husked Ones are rare Fused who use the surge of Transportation on their own bodies.

Husked Ones are large-framed, with thick muscles and weighty, jagged carapace across their body that grows in fin- and horn-like shapes. They can grow hair long enough to wrap around their body in place of clothing.

A notable husked one was Lezian, known as the Pursuer. As the first Fused killed by a human, Lezian sought to bury his shame by starting a tradition: he would return to Roshar and single-mindedly pursue whichever human killed him. Other Fused encouraged this reckless behavior, though most Husked Ones don’t share Lezian’s recklessness or pride, making them more difficult to pin down.

ABILITIES

Through the surge of Transportation, a Husked One can eject their soul from their body, turning their soul into a ribbon of red light which resembles a spren. Unlike most other brands of Fused, this is the only way Husked Ones can use their surge, rather than wielding it as Radiants do.

When a Husked One ejects from their body, they can’t take anything with them, leaving behind a faded husk that crumbles to dust after a few moments. They can use Voidlight to reform their body, though they’re only able to hold enough to do so three times. After the third jump, a Husked One without access to Voidlight is trapped in their fourth body, vulnerable to a killing blow. This leads most Husked Ones to use their last jump to find a Voidlight repository so they can recharge.

The Husked Ones are skilled hit-and-run skirmishers, able to free themselves from precarious situations, flee in an instant when a battle turns against them, or deftly maneuver around an opponent in the midst of battle. Each time a Husked One reforms their body, their carapace is also restored, so they often break off the sharper pieces to use as weapons.



HUSKED ONE (RIVAL VARIANT)

Tier 2 Rival – Large Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL			
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE	
2	16	4	6	18	2	1	15	4	

Health: 48 (44–52)

Focus: 4

Investiture: 6

Deflect: 2 (carapace)

Movement: 30 ft.

Senses: 10 ft. (sight)

Physical Skills: Agility +7, Light Weaponry +7

Cognitive Skills: Deduction +9, Intimidation +5

Spiritual Skills: Perception +4

Surge Skills: Transportation +9 (3 ranks)

Languages: Dawnchant

ACTIONS

► **Strike: Carapace Spike.** Attack +7, reach 5 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 14 (2d6 + 7) keen damage, and the Husked One can spend 1 focus to use the Disengage action as ►.

► **Chokehold.** The Husked One violently grabs a target within 5 feet of them. The target must succeed on a DC 15 Athletics test or become Restrained while the Husked One remains within 5 feet of them. The Husked One can spend 1 focus to also choke the target and make them Afflicted [1d10

vital] until the target is no longer Restrained. As ►►, the target or a character who can reach them can make a DC 15 Athletics test, ending the Restrained condition on a success.

► **Escape Husk.** The Husked One escapes their body as a ribbon of red light, leaving behind a husk and any objects they were wearing or carrying. While in ribbon form, the Husked One is under the following effects:

- ♦ They can't use any actions other than Disengage, Move, and their Reform Body.
- ♦ They have a flying rate of 30 feet.
- ♦ They still have mass and can't squeeze through gaps smaller than 1 inch.
- ♦ They're immune to all damage except for spirit damage and damage from Invested weapons.
- ♦ They're immune to the Immobilized, Prone, Restrained, and Slowed conditions.

► **Reform Body (Costs 2 Investiture).** While in ribbon form, the Husked One reforms their Physical body, exiting their ribbon form and recovering from all injuries. If they use their Regenerate free action on this turn, it costs them no Investiture.

► **Regenerate (Costs 1 Investiture).** The Husked One recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

OPPORTUNITIES AND COMPLICATIONS

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Husked One:

Opportunity. An enemy can spend ☼ to prevent the Husked One from using their Escape Husk action until the end of the Husked One's next turn. Additionally, if the Husked One is in ribbon form, they must immediately use Reform Body (no action required) if the Husked One has enough Investiture to do so.

Complication. The GM can spend ☼ from an enemy's test to have the Husked One use their Carapace Spike or Chokehold action as ►.

HUSKED ONE (RIVAL VARIANT) TACTICS

Cruel and crafty, a **Husked One (rival variant)** prefers to ambush isolated foes and put them in a Chokehold. Even airborne foes aren't safe when a Husked One uses Escape Husk to chase them down, using Reform Body at just the right moment to drop onto them midair. But when the fight turns against a Husked One, they're always ready to Disengage with a Carapace Spike and flee in ribbon form.



MANY OF THE ICONIC CHARACTERS IN THE Stormlight Archive novels wield Surgebinding abilities, and any character the party interacts with could potentially be a Surgebinder. You can use the modules detailed below to grant Surgebinding powers to any adversary.

USING SURGEBINDING MODULES

When you apply a module to an adversary, you add each of that module’s features and actions to the adversary’s stat block.

Each module adapts the most iconic and useful abilities of its corresponding surge and is not intended to present a complete version. For more information on each surge, see chapter 6 of the *Stormlight Handbook*. Many of the talents from that chapter are already represented in these modules, but you can grant additional talent effects to augment a Surgebinder’s power. Note that some modules have abilities that differ in effect for adversaries of a certain tier, such as the Division module’s Surge of Division action.

MODULE THREAT

Modules grant powerful abilities that make adversaries more dangerous. For the purposes of combat encounter building (see “Building Combat Scenes” in chapter 13 of the *Stormlight Handbook*), increase the threat value of an adversary that has one or more modules applied by half. For example, a Boss adversary of the same tier as the PCs usually has a threat value of 4; if you apply one or both of the Illumination and Transformation modules, instead their threat value is 6.

This threat increase doesn’t apply to adversaries that already have Surgebinding abilities, such as Fused and Radiant adversaries.

INVESTITURE, SURGE SKILLS, & INVESTED HEALING

All Surgebinding makes use of the Investiture resource. When you apply a Surgebinding module, also make the following changes to the stat block:

- ♦ If the adversary doesn't already have Investiture, give them an Investiture score equal to 2 + the higher of their Awareness or Presence attribute.
- ♦ Give the adversary the related surge skill. Grant them ranks in the skill equal to 1 + their tier, and give them a skill modifier equal to 1 + their tier + their attribute. For example, if you apply the Abrasion module to a tier 2 adversary, they gain the Abrasion skill with 3 ranks; and since Abrasion uses the Speed attribute, their skill modifier equals 3 + their Speed.
- ♦ All Surgebinders also have access to Invested healing. Give them the following action (in addition to those in the module):

▷ **Regenerate (Costs 1 Investiture).** The Surgebinder recovers 1d6 + tier health. They can use this free action even while Unconscious or otherwise prevented from using actions.

SURGEBINDING MODULE SCALING

Each Surgebinding module has more powerful effects for adversaries of higher tiers and roles, referring to one or more of the following: surge die or surge size. Use the Surge Scaling table to determine which values to use when an adversary of a given tier references one of these statistics.

SURGE SCALING

Tier	Surge Die	Surge Size
1	3 (1d6)	Medium (5 feet)
2	4 (1d8)	Large (10 feet)
3	5 (1d10)	Huge (15 feet)
4+	6 (1d12)	Gargantuan (20 feet)

STACKING MODULES

Each module can only be applied to a stat block once.

It is exceedingly rare that an adversary has more than two Surgebinding modules, such as the two surges granted by a Radiant order or Honorblade, or just one module for a Fused.

ABRASION (SPEED)

The surge of Abrasion alters the frictional force on surfaces.

FEATURES

Slide. While the Surgebinder has 1 Investiture or more, they gain an advantage on tests to escape restraints that hold them via friction or pressure.

ACTIONS

► **Surge of Abrasion (Costs 1 Investiture).** The Surgebinder chooses an area or object their surge size or smaller within 20 feet of them to alter the friction of.

Depending on the nature of the alteration, this can cause an effect in that area such as making the ground into difficult terrain, making the ground slick to knock enemies Prone, or making a foe's non-Invested weapon nearly impossible to hold. In order for the effect to apply a condition or cause a character to drop something, the Surgebinder must succeed on an Abrasion test against the target's Physical defense.

► **Skate (Costs 2 Focus).** While the Surgebinder has 1 Investiture or more, they move up to their movement rate in a straight line.

ADHESION (PRESENCE)

The surge of Adhesion binds objects together.

ACTIONS

► **Surge of Adhesion (Costs 1 Investiture).** The Surgebinder chooses two objects, or an object and a surface, within 20 feet of the Surgebinder and within 5 feet of each other to bind together; the object(s) can be their surge size or smaller.

Depending on the nature of the binding, this can cause an effect such as sticking a non-Invested weapon to the wall, adhering a character's boots to the ground to render them Immobilized, or tying a character's shield to their trousers to give them a disadvantage on all Physical skill tests. In order for the effect to apply a condition or other inconvenience, the Surgebinder must succeed on an Adhesion test against the target's Physical defense.

On a success, the binding remains until the end of the scene or until a character within reach can Use a Skill to end the binding with a successful Athletics test opposed by the Surgebinder's Adhesion.



COHESION (WILLPOWER)

The surge of Cohesion allows its wielders to mold stone as if it were soft clay.

ACTIONS

► **Surge of Cohesion (Costs 1 Investiture).** The Surgebinder chooses an area or object their surge size or smaller within 20 feet of them that's made of stone or earth and that isn't being worn or held. That object or area changes shape in a manner they choose, though not violently enough to cause damage.

Depending on the nature of the reshaping, this can cause an effect such as creating or removing cover or difficult terrain, or applying the Restrained condition to characters in the area. In order for the effect to apply a condition, the Surgebinder must succeed on a Cohesion test against the target's Physical defense.

► **Tunnel (Costs 1 Investiture).** Until the start of their next turn, the Surgebinder can move through stone surfaces as if moving through difficult terrain, leaving a 5-foot-radius tunnel in their wake through which others can follow.

DIVISION (INTELLECT)

The surge of Division causes destruction and decay.

ACTIONS

►► **Surge of Division (Costs 2 Investiture).** The Surgebinder chooses an object within 20 feet of them that isn't being worn or held, or a portion of a larger object, that is their surge size or smaller, destroying it in a manner of their choosing.

Depending on the nature of the destruction, this can cause an effect such as triggering a rockslide that applies the Restrained condition or electrifying the area with a blast of light and heat that deals damage. The Surgebinder makes a Division test against the Physical defense of each character potentially affected by the destruction; on a success, the target suffers an effect that fits the destruction. If the effect deals damage, the Surgebinder instead makes a Division attack, rolling 3 surge dice of damage of an appropriate type.

GRAVITATION (AWARENESS)

The surge of Gravitation alters the direction of gravity for individual people and objects.

FEATURES

Gravitation Flight. While the Surgebinder has 1 Investiture or more, they have a flying rate of 25 feet.

ACTIONS

► **Surge of Gravitation (Costs 1 Investiture).** The Surgebinder touches a character or object their surge size or smaller within reach. A willing character or unattended object immediately moves up to 25 feet in any direction.

If the target is an unwilling character, or an object worn or carried by one, the Surgebinder makes a Gravitation test against the character's Physical defense. On a success, they immediately move the target up to 25 feet in any direction, and if the target is a character, they become Restrained until the start of the Surgebinder's next turn. If the target passes within reach of an object, they can use the Avoid Danger reaction to make an Agility test opposed by the Surgebinder's Gravitation, grabbing the object and stopping this forced movement on a success.

ILLUMINATION (PRESENCE)

The surge of Illumination creates illusions.

ACTIONS

► **Surge of Illumination (Costs 1 Investiture).** The Surgebinder chooses an area or willing character their surge size or smaller within 30 feet of them, creating an illusion on the target which lasts until the end of the scene or the Surgebinder chooses to end it as ►. It's three-dimensional, animated, and can produce sound. It's revealed to be an illusion if something passes through it. A character can Use a Skill to determine it's an illusion with a successful Deduction or Perception test opposed by the Surgebinder's Illumination.

Depending on the nature of the illusion, it can cause an effect such as disguising or duplicating an ally, blocking line of effect, or creating a flash of bright light that applies the Disoriented condition to characters within its area. If the effect would apply a condition to a character, the Surgebinder must succeed on an Illumination test against the target's Cognitive defense.

PROGRESSION (AWARENESS)

The surge of Progression facilitates growth and healing.

ACTIONS

►► **Surge of Progression (Costs 1 Investiture).** The Surgebinder uses either Growth or Regrowth:

Growth. They touch a living plant within reach, causing it to grow in a manner of their choosing up to either their surge size or the plant's maximum size, whichever is smaller. Depending on the nature of the growth, this can cause an effect such the creation of cover, difficult terrain, or a structure, or it could cause characters in the area to become Immobilized or Restrained. In order for the effect to apply a condition to a character, the Surgebinder must succeed on a Progression test against the target's Physical defense. On a success, the target becomes Immobilized or Restrained until a character within reach can Use a Skill to free them with a successful Athletics test opposed by the Surgebinder's Progression.

Regrowth. They cause an ally within reach to recover health equal to their surge die + Progression modifier.

TENSION (STRENGTH)

The surge of Tension alters the rigidity of objects.

FEATURES

Rigged Weaponry. While the Surgebinder has 1 Investiture or more, they can treat their melee Strikes' reach as being 10 feet longer.

ACTIONS

►► **Surge of Tension (Costs 1 Investiture).** The Surgebinder touches a soft object their surge size or smaller within reach, causing it to become rigid and tough until the end of the scene.

Depending on the nature of the object being stiffened, this can cause an effect such as giving an ally a +2 bonus to Physical defense, causing an enemy to be Restrained by their clothing, or creating an improvised weapon that deals 1 surge die damage. In order for the effect to apply a condition to a character, the Surgebinder must succeed on a Tension test against the target's Physical defense. On a success, the rigidity remains until a character within reach can Use a Skill with a successful Athletics test opposed by the Surgebinder's Tension.

TRANSFORMATION (WILLPOWER)

The surge of Transformation transforms one material into another.

ACTIONS

►► **Surge of Transformation (Costs 2 Investiture).** The Surgebinder chooses an area or object their surge size or smaller within 20 feet of them that isn't being worn or held, transforming that area or object's essence into another. For example, they might transform empty air into stone or a wooden door into water.

Depending on the nature of the transformation, this can cause an effect such as dealing damage to characters in that area, making them Restrained, or creating obscuring fog or cover. The Surgebinder makes a Transformation test against the Physical defense of each character in the area; on a success, the target suffers an effect that fits the transformation. If the effect deals damage, the Surgebinder instead makes a Transformation attack, rolling 2 surge dice of damage of an appropriate type.

TRANSPORTATION (INTELLECT)

The surge of Transportation allows its wielders to transition between the Physical and Cognitive Realms.

FEATURES

Cognitive Sight. While the Surgebinder has 1 Investiture or more, they can see into Shadesmar, giving them an advantage on tests to discern emotions and motives, locate characters, and detect invested characters and objects.

ACTIONS

►► **Surge of Transportation (Costs 2 Investiture).** The Surgebinder transports themselves from the Physical Realm to the same location in the Cognitive Realm, moves through Shadesmar up to 30 feet in any direction, and then reappears at the new location in the Physical Realm, without triggering Reactive Strikes.

(Tier 2+) Instead, the Surgebinder can transport themselves from the Physical Realm to the same location in the Cognitive Realm, or vice versa.

↪ **Realmic Evasion (Costs 1 Investiture).** Before the Surgebinder is hit by an attack, they can make a Transportation test against the attack's test result. On a failure, the attack grazes instead of hitting. On a success, the attack misses and can't graze.

FORGED BY A POWERFUL AWAKENER ON THE planet Nalthis, Nightblood is one of the deadliest weapons in the cosmere. A sentient sword capable of permanently damaging highly Invested beings and objects, Nightblood was created to “destroy evil”—but it has no actual understanding of morality.

When unattended, Nightblood urges nearby characters to draw it and slay “evil.” Gregarious and pleasant while in its heavy aluminum sheath, Nightblood loses control once unsheathed, pursuing destruction with indiscriminate enthusiasm. Peaceful characters may become profoundly nauseated in the sword’s presence. Nightblood, however, retains no memory of what occurs while it’s unsheathed.

Expertise. Treat Shardblade expertise as expertise with Nightblood.

Threat. For the purposes of combat encounter building, treat Nightblood as a tier 2 Rival.

UNIQUE TRAITS

Nightblood adds the following unique trait:

Telepathic Communication. Whether sheathed or unsheathed, Nightblood can communicate telepathically with characters it chooses within 100 feet and read its wielder’s thoughts.

When unsheathed, Nightblood also adds the following unique traits:

Unsheathed Destruction. Unsheathed Nightblood has a Shardblade’s Spiritual Injury unique trait (see chapter 7 of the *Stormlight Handbook*).

Bloodlust. When you unsheathe Nightblood or begin your turn wielding it unsheathed, make a DC 15 Discipline test. On a failure, you must resist Nightblood’s influence or spend your remaining actions moving toward and attacking the nearest character with Nightblood (even if they are an ally). If two or more characters are equidistant, randomly choose one. Additionally, until your next turn, you can’t willingly sheathe, drop, or otherwise stop wielding Nightblood.

Annihilation. Unsheathed, Nightblood can permanently damage Invested items and instantly destroy non-Invested ones. When you hit a character or object with an attack using unsheathed Nightblood, that target must spend 2 Investiture or take an extra 2d12 spirit damage. A character reduced to 0 health by unsheathed Nightblood instantly dies, disappearing in a puff of black smoke.

Investiture Drain. At the end of each of your turns wielding unsheathed Nightblood, you must spend Investiture equal to 1 + the number of rounds Nightblood’s been unsheathed, or it deals you that many d12 spirit damage.

TIPS FOR NARRATING NIGHTBLOOD

In the Cosmere RPG, health represents a character’s ability to turn deadly strikes into near misses. Weapons like Shardblades and Nightblood aren’t cutting into a target until they reach 0 health. If a character is Unconscious or otherwise unable to defend themselves, a single strike from Nightblood is enough to permanently destroy them.

STEVE PRESCOTT

State	Weapon Skill	Damage	Range	Traits	Expert Traits	Weight
Sheathed	Heavy Weaponry	1d10 impact	Melee	Cumbersome [3], Unique	—	20 lb.
Unsheathed	Heavy or Light Weaponry	2d12 spirit	Melee	Dangerous, Deadly, Unique	Unique: loses Dangerous trait	0.5 lb





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